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NES-EI-SI

Nintendo ENTERTAINMENT SYSTEM™

TETRIS

ASIAN VERSION 亞洲規格〈NESA-P-EI〉

INSTRUCTION LEAFLET
使用說明書

*This Game Pak can only be used with the NES—Asian Version (model: NESA-001).

注意：此項遊戲軟件、只限用於 NES 亞洲規格 (NESA-001) 才可動作。

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Printed in Japan

Thank you for selecting the Nintendo Entertainment System™ TETRIS* Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dity. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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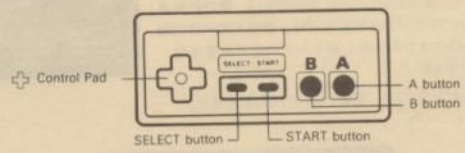
WHAT IS TETRIS?

TETRIS is a new type of puzzle game from the Soviet Union that tests your reflexes. It's really simple to play. Seven different shaped blocks fall down the game field one after the other. The object of the game is to keep the blocks from piling up to the top of the game field. To do this, you can move the blocks to the left and right, and rotate them as they fall. If you can completely fill in one horizontal line, that line disappears and you get points. If the blocks pile up to the top of the game field, then that's the end of the game. TETRIS is simple, easy-to-understand but difficult to drag yourself away from!
TETRIS originally came from the word "tetra" meaning the number 4. By rearranging four squares, you can make seven different shapes which are the pieces used in this game.
With TETRIS, you can play two types of games: endurance game A, and game B where you play for the highest score at the 25th line.

❑ How to Use the Controls

Controller 1



• Basic Operations

⬅ Moves blocks to the left.
➡ Moves blocks to the right.
⬇ Makes the blocks fall down fast.

Use these controls to select TYPE, LEVEL or HEIGHT.

Select which way to rotate the block while it is falling down:

Button A Block rotates 90! clockwise each time button is pressed.

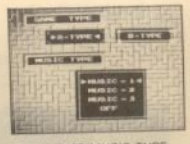
Button B Block rotates 90! counter-clockwise each time button is pressed.

SELECT button Use to delete the NEXT display during play. (Press again to restore). This will make the game more difficult as you won't be able to see what the next shape is until it actually appears in the playfield.
START button Use to start the game.
Press during play to pause. press again to resume play.

* The license screen will be returned to and the game will be reset if button A, button B and the SELECT button are pressed at the same time during game play. The TOP SCORE will not be erased. (This functions in the same way as the RESET switch.)

❑ HOW TO PLAY

• GAME TYPE/MUSIC TYPE setting screen
Pick GAME TYPE. (Pick either A-TYPE or B-TYPE.)
Pick MUSIC TYPE. (Pick either MUSIC-1, -2, -3, or OFF.)



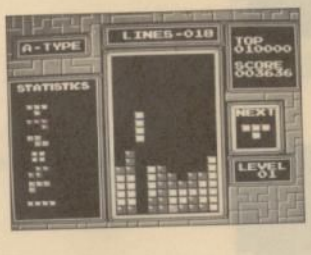
GAME TYPE/MUSIC TYPE setting screen

❑ A-TYPE game

This is a test of endurance where you must try to get a high score by completing as many lines as possible.

Choose the LEVEL (falling speed of the blocks) on the LEVEL setting screen.
(The higher the LEVEL, the faster the blocks fall down.)
During the course of the game, the LEVEL gradually increases and the game gets increasingly harder. When the blocks have reached the top of the game field, that's the end of the game.

A-TYPE LEVEL setting screen



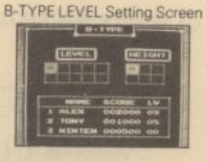
LINES	Shows the total number of lines that have been completed since the start of the game.
SCORE	Shows the score you have earned by completing the lines and dropping blocks.
STATISTICS	Shows the number of each of the seven types of blocks that have fallen so far.
NEXT	Shows the next block. (This can be turned off by pressing SELECT during game play.)
LEVEL	Shows the falling speed of the current block on screen.
PLAYFIELD	This is where the action is.

❑ B-TYPE game

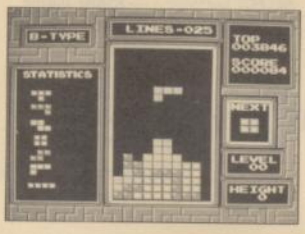
The object of this game is to complete 25 lines.

Select and set LEVEL and HEIGHT (height of the random blocks) at the LEVEL setting screen. The higher the HEIGHT setting, the higher the random blocks are placed at the bottom of the game field. If the blocks reach the top of the game field, your game is over.

B-TYPE LEVEL Setting Screen



* Game B differs from game A in that the level of the game does not change.



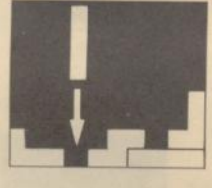
LINES	Shows the remaining number of lines (decreases from 25).
SCORE	Shows the score you have earned by completing the lines.
STATISTICS	Shows the number of the seven types of blocks that have fallen so far.
NEXT	Shows the next block. (This can be turned off by pressing SELECT during game play.)
LEVEL	Shows the falling speed of the current block on screen.
HEIGHT	Shows the height of the random blocks.
PLAYFIELD	This is where the action is.

• TOP SCORE
The names (up to six letters) and the score of the top three players can be registered for both games A and B.
Use the top and bottom of the + Control Pad to select the letter of the alphabet.
Use the left and right of the + Control Pad, the A button, or the B button to move the cursor.
Press the START button to go back to the LEVEL setting screen.
* The top scores will be erased from memory when the power is turned OFF.

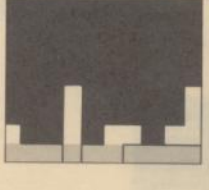
❑ TECHNIQUE

• Remember that there are seven different types of TETRIS blocks.

• Line up the blocks to form a single line.



Align the blocks in a horizontal line making sure there are no gaps.



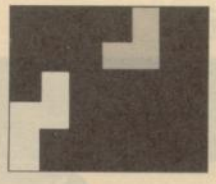
If a complete line with no gaps is formed, that line will disappear from the screen.

All the blocks remaining on the screen will fall down one line.

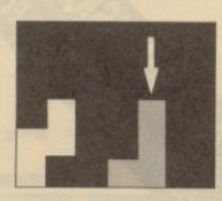
As you get better at the game, you can complete two lines (a double), three lines (a triple) or four lines (a "TETRIS") with the drop of one block.
Doubles, triples and TETRISes will result in higher scores.

• What should I do when this happens?

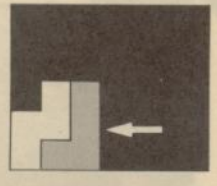
The situation shown in the drawing may occur during the game.



First, don't panic! You may be able to fix the hole with the next block. In this case, wait for the next block to land and slide that block across before the "thud" round. (See illustrations at right.)



Skillfully link the blocks together to turn a tight situation into a chance for extra points.



❑ How to play more difficult games:

For those of you who think that TETRIS is too easy after mastering LEVEL 9 and HEIGHT 5, hold down button A and press the START button during the LEVEL setting screen. You can enjoy a much faster and more challenging game.
* The falling speed of the blocks will be the preset LEVEL + 10.

❑ About Scoring

• The higher the position that the block is dropped from, the higher the score.
If blocks appearing at the top of the game field are dropped by pressing the / of the + Control Pad , the score obtained will change according to the height from which it was dropped.
However, you will get no score if you quit while it is falling.

• Get a high score by completing 2, 3 or 4 lines at once.
The deeper the pile of lines that is completed, the higher the score, especially when you complete a four-line TETRIS.
(Scores also differ according to the game level.)

• B-TYPE games
Once you have dropped 25 lines, you get a bonus score added to your real score.
Clear score = real score + LEVEL No. x 1000 + HEIGHT x 1000
* However, the bonus score when you have started play in the high-speed mode is calculated at the original LEVEL No. (LEVEL No. in high-speed mode P10)

Score Table

LEVEL	0	1	2	3	4	5	6	7	8	9
Single	40	80	120	160	200	240	280	320	360	400
Double	100	200	300	400	500	600	700	800	900	1000
Triple	300	600	900	1200	1500	1800	2100	2400	2700	3000
TETRIS	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

* This table applies to both game A and B.
* The score increases in the same way at LEVEL 10 and higher.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

NES-EI-ASI

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TETRIS

ASIAN VERSION
亞洲規格〈NESA-P-EI〉

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感謝您選購 Nintendo Entertainment System™ TETRIS* 的產品

為了能够很好以使用該機。請您很好地閱讀一下使用安裝說明書。並請閱後很好地保存。

注意

1)特道力士高速遊藝機的精度很高、所以不能在高温及非常寒冷的場所使用。要輕拿輕設、不能亂摔亂設、也不能隨便打開分解。
2)不能隨意接触接插件、也不能把接插件弄上油污或弄臟。不然遊戲機會發生故障壞掉的。
3)不能用汽油、挿發油、信納水、酒精等其他溶剂清洗污垢。
4)不使遊藝機時，請用護罩把機罩上。
5)把控制器往遊藝機上插入時、接插件的接口部不要夾上其他的東西。要確認沒有夾東西後再插接。

注：為了隨時提高改良設計任天堂產以遊藝機系統、有時會有不事先豫告的情況。

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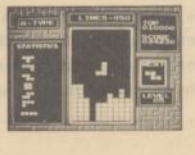
特道力士是什麼？

特道力士是一種全新類型，對您頭腦神精反應快慢的遊藝機。玩的方法是非常簡單的：是具有七種異形形狀程序塊組成了移動、旋轉、在操作中一定要尽量緊凑、不要出現間隙。把空隙塡滿之後、横向的程序塊會自動消失、這樣就可以得分了。以程序塊把整個空間塡滿之後，一次的遊戲比賽全過程就算完結了。就這樣簡單地操作特道力士、會使您享受到無尚快樂和興奮。

特道力士高速遊藝機具有持久戰方式的A-TYPE和以消掉25組目標的B-TYPE兩種遊戲方式、通過遊戲會使您增添無比的快樂感。

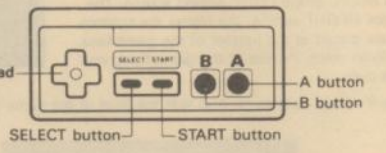
好了！請您也來體驗一下這種舉世無雙的高速遊藝機的遊戲吧！

標題字幕的照片　遊戲中的照片

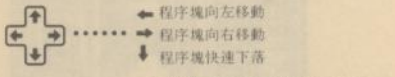


❑ 控制器的各部名稱以及操作方法

Controller 1



• 按鈕的基本操作



選擇設定TYPE LEVEL HEIGHT

A Button：

• 推時程序塊成90°方式向右旋轉。
• 決定假設。

B Button：

• 推時程序塊成90°方式向左旋轉。
• 回到前一個畫面。

SELECT button：

• 遊戲機中出現NEXT字樣時表示可以消掉。（再按一次就可以復原）

START button：

• 其次的畫面出現／遊戲從頭開始。
• 遊戲中推時會出現暫停的現象。　再推一次時從推的地方從新開始。

*遊戲中的A、button＋B、button＋SELECT、button推後出現START button再推遊戲會復位到開始豫定畫面。TOP-SCORE的字樣不能消掉。
（主機上的RESET開関有同樣的功能）

❑ 設定遊戲的類型／音樂、符號的畫面

• 選擇／決定GAME TYPE
（A-TYPE或是B-TYPE）

選擇／決定　MUSIC TYPE
（MUSIC—1、2、3 or OFF）

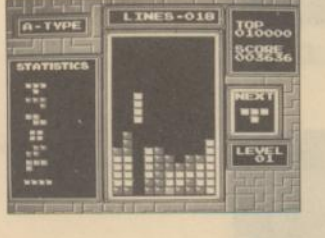
設定遊戲類別／音樂符號

❑ A-TYPE遊戲

持久戰類型的特道力士遊藝機遊戲。
尽可能多掃描、這樣會增多遊戲中的得分。

以（LEVEL）來控制設定的LEVEL中的程序塊下落速度來進行選擇／決定。（根據LEVEL程塊的顏色也起異樣的變化、然而增加LEVEL的數目時程序塊的下落速度也會加快）隨着遊戲向深度發展的過程中、LEVEL也隨着增多、遊戲的易難也有所變化、程序塊也會逐漸增多、程序塊添滿了畫面、從而也就完成了這次的遊戲活動。

設定A-TYPE LEVEL的畫面。



表示示意

LINES　　：表示遊戲開始後要消掉的線。
SCORE　　：表示您消掉線後贏得的分數。
STATISTICS：表示七種遊戲的程序塊數。
NEXT　　：表示下次的遊戲程序塊。
LEVEL　　：表示LEVEL的下落速度。
FIELD　　：表示進行遊戲。

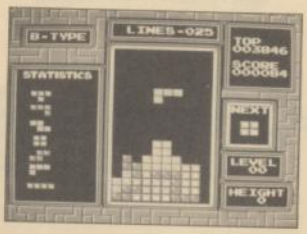
❑ B-TYPE遊戲

消掉25條線的目標。

設定B-TYPE的畫面。

從LEVEL畫面設定LEVEL及HEIGHT（障碍性較高）的選擇／決定HEIGHT的線數增多時、會增多障碍性的機會。程序塊範圍逐步向上漂、與下一次的程序塊重合時、這次的比賽就完結了。

※A-TYPE有異樣之時、遊戲中的LEVEL不起變化。



LINES　：表示剩餘的線條數。
SCORE　（從25條線開始往下減）
SCORE　：表示您消掉線後得的分數。
STATISTICS：表示七種程序塊的數量。
NEXT　：表示下次的程序塊。
LEVEL　：表示LEVEL的程序塊下落速度。
HEIGHT　：表示障碍率較高。
FIELD　：表示進行遊戲。

• TOP SCORE

A-TYPE、B-TYPE各個所得的分數上三位之時就會出現六位數的得分記錄指示。

用＋Control Pad的上↑或下↓開始選擇遊戲的玩法時、左←或右→的A button和B button會在指示器上漂移移動。

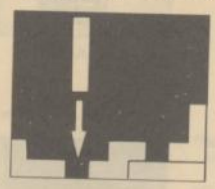
設定START button的LEVEL使畫面向前推進。

※不切斷電源開關TOP SCORE自己不會消失掉。

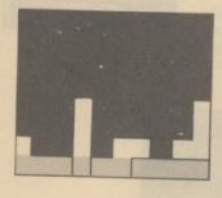
❑ 遊戲的要領

• 有記憶的程序塊有七種。
特道力士遊藝綜合了七種程序塊的功能而構成的。

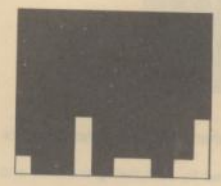
• 特道力士高速遊藝機的一段基本是橫線。



使程序塊的排列不產生間隙。



若是把程序塊排列成一條橫線時、這條橫列線會從畫面上消失掉。



排列的程序塊會從畫面上剩餘的程序塊群中下落消失掉。

☆操作熟練時、有可能連續消掉2段（雙重）、3段（三重）、4段（特道力士）。
能够消掉雙重、三重、特道力士等時、得的分數也會最高的。

• 遇到這種情況怎麼辦？

在遊戲中會出現象圖1這種現象。

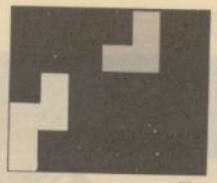


圖1

不能太着急、可以豫下次出現的程序塊進行連接。
象這樣把下次的程序塊向下落、同時會發出"咚"！的聲音、這時可以進行橫向滑動。
（圖2、圖3）

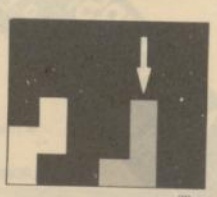


圖2

經過一番苦鬪的努力、會使您產生意想不到滿意效果的結果。

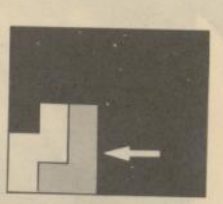


圖3

❑ 您如果想要速度更高的持道力士遊藝機遊戲方式時……

要想很快結束LEVEL 9及HEIGHT 5時、這里告訴您一個比較簡單方法。設定畫面時、連推A button再推START button、使遊戲馬上進入開始階段。程序塊會高速的下落、會使您享受到非常激動的感受吧！

※使您設定的LEVEL數上會加上10、從＋10位上開始。

❑ 從得分上來說

• 程序塊越從高位置上下落得分就會越多。
把規定數目以上的程序塊、用推＋Control Pad向下↓使其下落時、但因其起始的高度不同、而決定得分的分數也有所不同。（越落差得分）
若是在中途停止下落之時、就不會得分了。

• 若是用雙乘或是三乘以及特道力士等方式去消掉線時、得分會結高的。
（得分取決于LEVEL的差）

• B-TYPE的遊藝方式
若是把B-TYPE的遊藝順利的指令得分時、與此同時還會獲得獎勵的分數。
順利指令得分＝通常得分＋LEVEL分數×1000＋HEIGHT×1000

※以高速方式開始得分及得獎勵分數時、從LEVEL基數（從高速方式的LEVEL得分數中－10）來進行計分。

得分表

LEVEL	0	1	2	3	4	5	6	7	8	9
單式	40	80	120	160	200	240	280	320	360	400
雙重	100	200	300	400	500	600	700	800	900	1000
三重	300	600	900	1200	1500	1800	2100	2400	2700	3000
4段 特道力士	1200	2400	3600	4800	6000	7200	8400	9600	10800	12000

※A-TYPE、B-TYPE兩項通用。
※LEVEL在10分數以上時、分數的點會照樣上昇。

追記：
A-TYPE＝A型
B-TYPE＝B型
LEVEL　＝等高編射線

⚠ 请注意 ⚠

请不要使用前面型或是后面型的投影电视机

不论前面型或是后面型的投影电视机、都不要随意与任天堂的游艺机系系统（NES）或者是NES游艺机连接使用。如果任意使用在静止空白画面或是静止图象投影电视机录象游戏时会存在着永久损坏银光屏的危险性。不管是录象游戏或是固定、停止状态的游戏同样会存在着损坏银光屏的危险性。若是任意将NES游戏机与普通的投影电视机使用时、任天堂是不负损坏的责任的。这不是意味着任天堂的NES或NES游艺机存在着什么缺限而造成的。用其他固定方式或是反复放象方式也会同样损坏投影电视机银光屏的、详情请与投影电视机生产厂家进行具体的联系。